Nintendo

GAME BOY COLOR

CGB-ALME-USA

LOONEY TUNES COLLECTOR ALERT!

INSTRUCTION BOOKLET

INFOGRAMES

ONLY FOR GAME BOY COLOR

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY¤ COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

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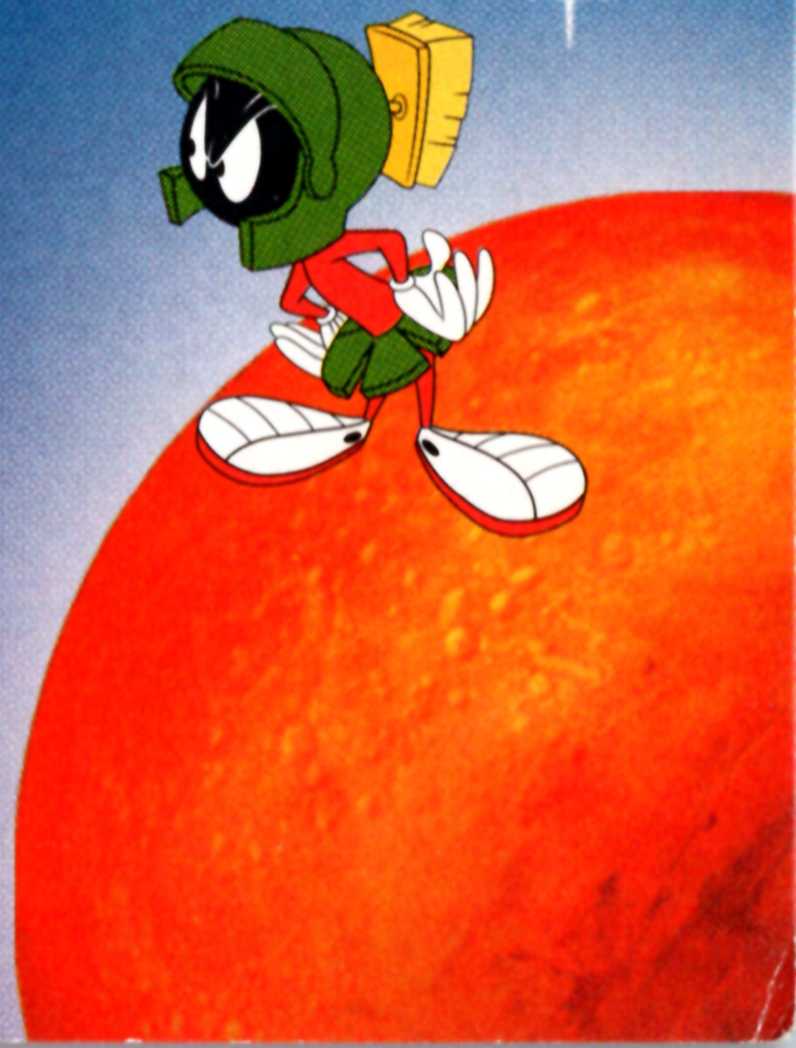


"Martian Alert!"

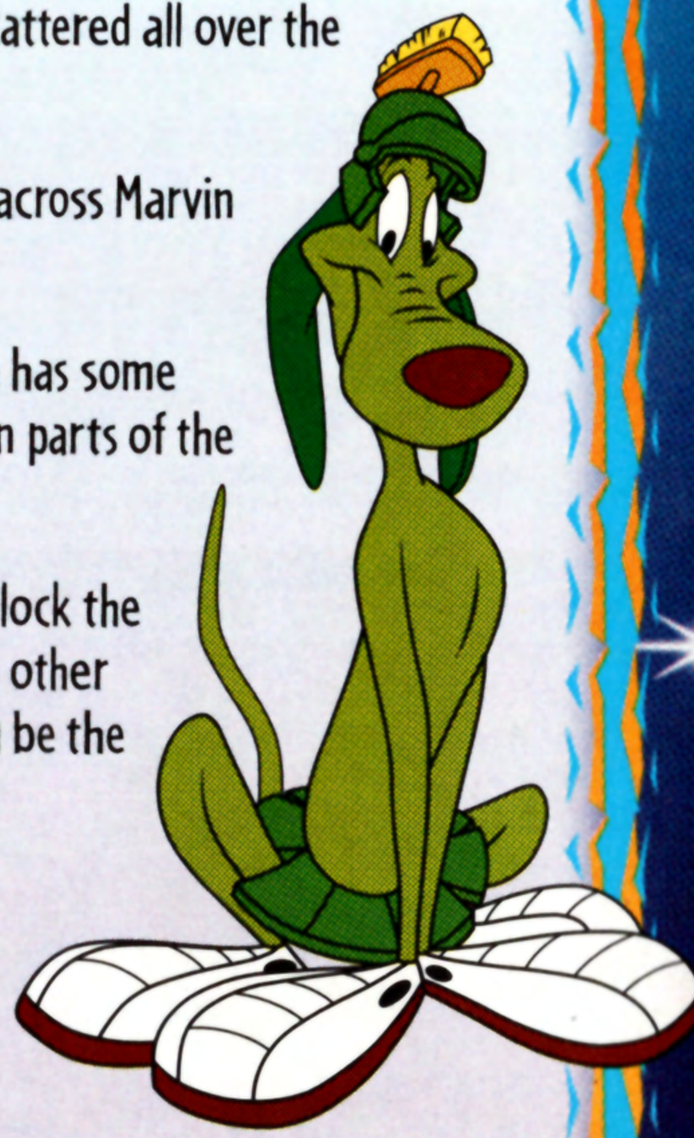
"So Where's The Beach?"

K-9™ is in trouble. He cleaned up the flying saucer to please his master, Marvin The Martian™, and accidentally threw out all of the Instant Martians™. Now the items that Marvin needs to blow up the Earth are scattered all over the world, and K-9 got the scolding of his life!

Enter Bugs Bunny™. On his way to a soothing vacation at Pismo Beach, our rabbit hero came across Marvin yelling at the hapless K-9. Now Bugs has to put his vacation plans on hold to save the world!

You'll need to help Bugs Bunny as he gathers up a collection of Looney Tunes™ allies. Once he has some help, he can use their abilities and powers to complete the first twelve missions, collect the ten parts of the teleporter, and throw Marvin all the way back to Mars!

With Marvin defeated, you'll find even more of the Looney Tunes characters you'll need to unlock the eight hidden missions. But to discover all of these secrets, you'll need to trade characters with other players by playing real-time mini-games to collect all of the Looney Tunes characters. Can you be the first one to gather all of the characters and find all of the game's secrets?

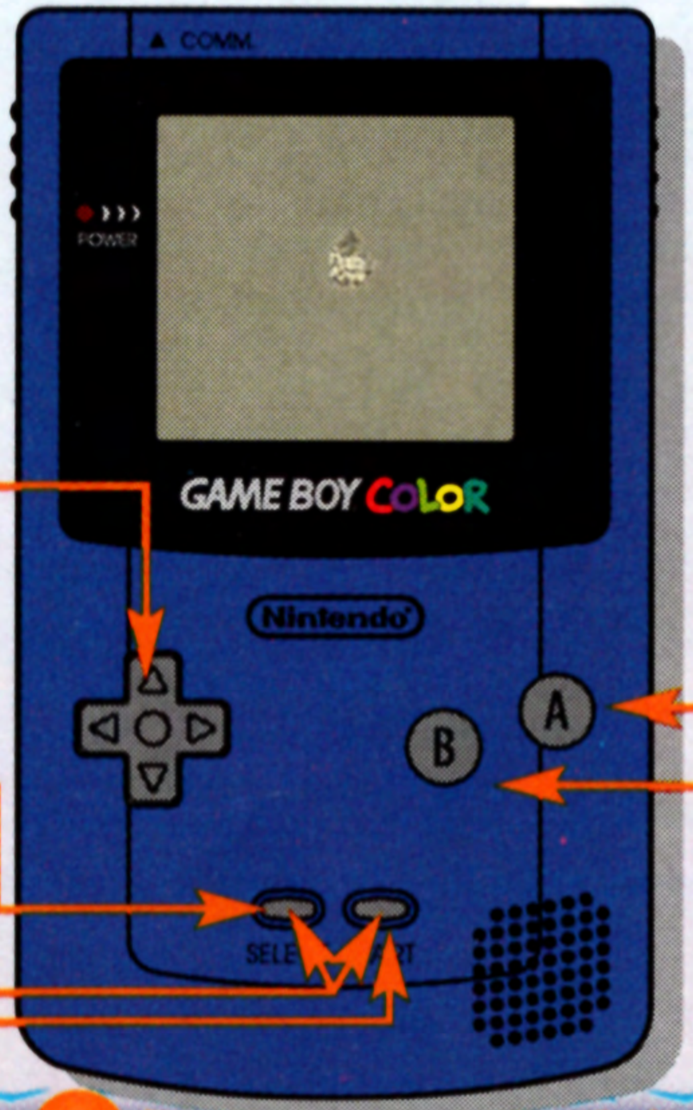


Getting Started

- Insert the Game Pak firmly into the back of your Game Boy® Color.
- Turn the power switch ON.
- Use + **Control Pad** to select a language by picking the proper flag.

Game Controls

- **Game Link Cable:** Transmits data to another Game Boy Color so you can play Real Time Games and trade characters.
- **+ Control Pad:** Move everywhere!
- **SELECT:** This displays the character menu so you can select the Looney Tunes character you'd like to play.
- **START + SELECT:** Displays Main Menu.
- **START:** Displays the Inventory list.



- **A Button:** Makes your hero do his or her special action (Bugs Bunny will dive into a rabbit hole, Witch Hazel™ flies, Daffy Duck™ dives underwater, and so on).
- **B Button:** Uses the selected Inventory object in a game; Exits from a menu.

Game Options

In the Title screen, you can choose to play a single-player ADVENTURE game or a 2- PLAYER real-time game.

ADVENTURE mode:

When entering the Adventure mode, you need to create a file to save your game. First pick a file slot. Then spell out a name for your Saved Game file, select OK, and you are ready to play!

Once you have saved games onto your Game Pak, you can load, copy or delete game files from the "File" menu at the beginning of the Adventure mode.

Adventure Mode Menus

INVENTORY: The items you collect in Adventure mode are stored in your Inventory. To access the Inventory menu, press **START** during the game. Press the **B Button** to use the selected item during the game.

CHARACTER: Use this menu to select the playable character you want to play with. Press **Select** during the game to display the character menu. Each playable character has a special ability that you can use in the game by pressing the **A Button.**

MAIN: To reach the main menu, press **START** and **SELECT** at the same time. Only four options are available in this menu when the game begins, but more become available as you go along.

- **Character Gallery:** here you can see the portraits of all the characters you've collected. All of these characters will be available for trading once you've collected all the pieces of the teleporter. The portraits are organized in sets. When you've collected all the characters on a page, you have a complete set. You unlock secret missions by completing sets on the pages of the gallery marked "SECRETS"!
- **Save:** you can save your game at any time. Select Save and press the **A Button.**
- **Quit:** you can quit the game by selecting quit and pressing the **A Button.**
- **Credits:** you can see who created this wonderful game.

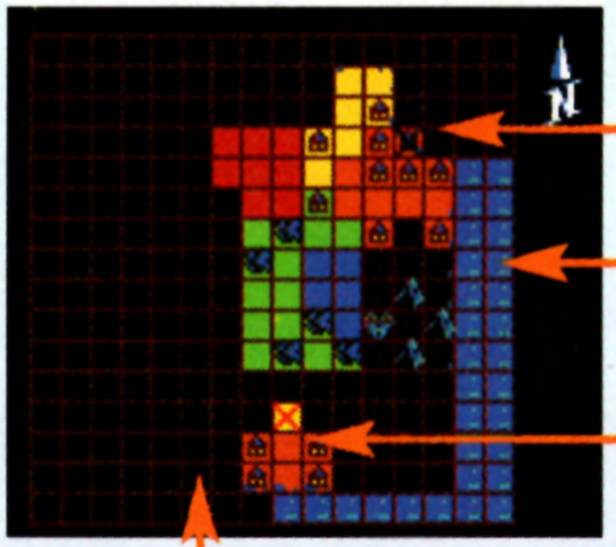
2-Player Mode

This mode allows you to play any one of 3 real-time games against another Game Boy Color player, just for fun!

Pick **2-PLAYER** in the title page to start a real-time game. Once you've picked a game, you need to have a connection between the two Game Boy Color systems with a Game Link Cable (see page 17 for more information on how to establish a proper connection). Press the **A Button** to start the game with your friend and have fun!

The Game Map

Throughout the game you can access a map that will tell you where you are in the game at that moment and where you can go. If you unlock any secret missions, a blue cross will appear on the map to show you where it starts.



Blue X:
The location of a secret level!

Colored tiles:
Discovered areas

Red X:
Your current location

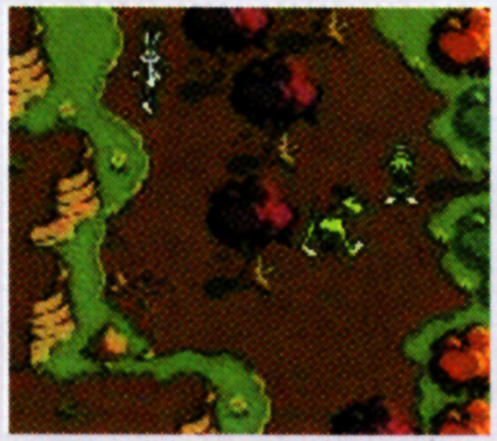
Black Tiles:
Non- discovered areas

The Looney Tunes Collector Environments

The first missions of the Adventure mode introduce you to the many different environments you will explore.

The Forest

Jump on the hunters' heads to get gold coins. Make sure to collect all the gold coins so you'll have plenty of money to spend when you reach the city. Collect Elmer Fudd™. Once Elmer has joined you, use his gun to shoot at rocks to discover new areas...



The Pond

Capture Daffy Duck™ and use him to swim underwater to find a hidden treasure! Find the dynamite. You'll need it to blast the rock on the last diving screen. Do all of this and maybe you'll get a big surprise!

Nice Town

At last, a place to spend all of those gold coins you've collected! Make sure to visit the store, and get a good night's sleep in the Hotel. When you're rested, investigate the strange things that are happening at the Port.

Black Mountains

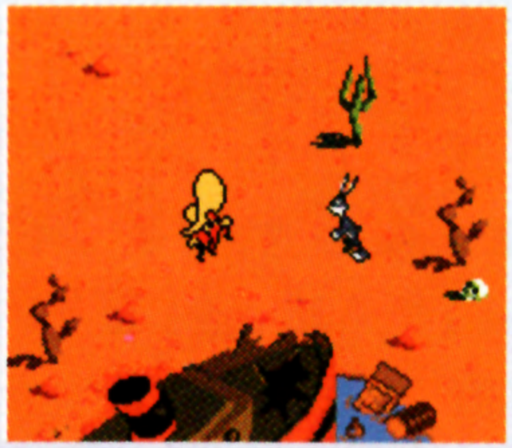
If you've purchased the proper thing in Nice Town, you can enter Count Bloodcount's™ castle in the Black Mountains. You'll have your first combat with Marvin The Martian here!

The Countryside

Take a trip to the relaxing countryside and help Foghorn Leghorn™ play a trick on Barnyard Dawg™.

The Sea

Pilot Yosemite Sam's™ boat across the sea, but look out for sharks, storms, and torpedoes!



The Mexican Village

Find the generator and fix the boat. Be quick as Yosemite Sam is impatient and gets angry very quickly.

The Desert

Challenge Wile E. Coyote™ and avoid the dangerous desert cacti (ouch!).

The Swamp

Visit the laboratory ruins, but don't get stuck in the mud!

The Mysterious Island

This island is full of wild creatures. Find Marvin The Martian's flying saucer.

The Hollow Mountain

Avoid crabs, tree trunks, roots and fireballs.

Useful Items

You'll find or buy a lot of useful items throughout your adventures. Some of these items can be used immediately. Others will be placed in your inventory for later use. To use an item in your inventory, press **START** to bring up the inventory screen, use the **+ Control Pad** to select an item, then press the **A Button** to activate it. Press **START** again to return to the game. When you want to use the activated item during play, press the **B Button.**

What Can I Find While Adventuring?

- **Carrots:** Your basic health food! Stock up on them before entering a dangerous place. Watch out though, some of the carrots are not what they seem at first glance!
- **Map:** Very useful for finding your way around. Check it frequently!
- **Radar:** This piece of Martian Tech helps you locate the Instant Martians and the pieces of Marvin's lost teleporter. Frequent use is highly recommended.
- **Big Heart:** Pick this up to restore full health.
- **Gold Coins:** Jump on roaming enemies to get these valuable coins. You can also find them scattered throughout the game, waiting for you to scoop them up (if you can get to them!) Collect as many as possible and use them to buy things in the stores.
- **Ammunition:** These are bullets for Elmer Fudd's™ gun. Remember, you can use the gun to destroy rocks and get access to new places!
- **Jar of Bat Wings:** Bat Wings power Witch Hazel's™ broom and let her fly over obstacles!
- **Dynamite:** These explosives will help you discover secret places as well as fight off some of your foes!
- **Treasure Chest:** Not all of these are full of coins, so take a good look before coming too close!
- **Key:** Keys will unlock doors if you use the right color.

What Can I Get In a Store?

There are three stores in the game (one per city or town) where you can buy the items needed by the different characters to succeed in the game. The two items below can only be found in a store:

- **Surprise Package:** Each of these packages contains a surprise. But be careful, it could be a good surprise or a bad surprise.
- **Bag of Seeds:** Minah Bird™ is fond of these!

At the back of each store, you'll find a door to the Cybercafe. You have to pay a fee to enter, but it's really worth it. You can play cybercafe games with other Game Boy Color players here, and when you have found all the teleporter pieces, you can wager and trade characters as well.

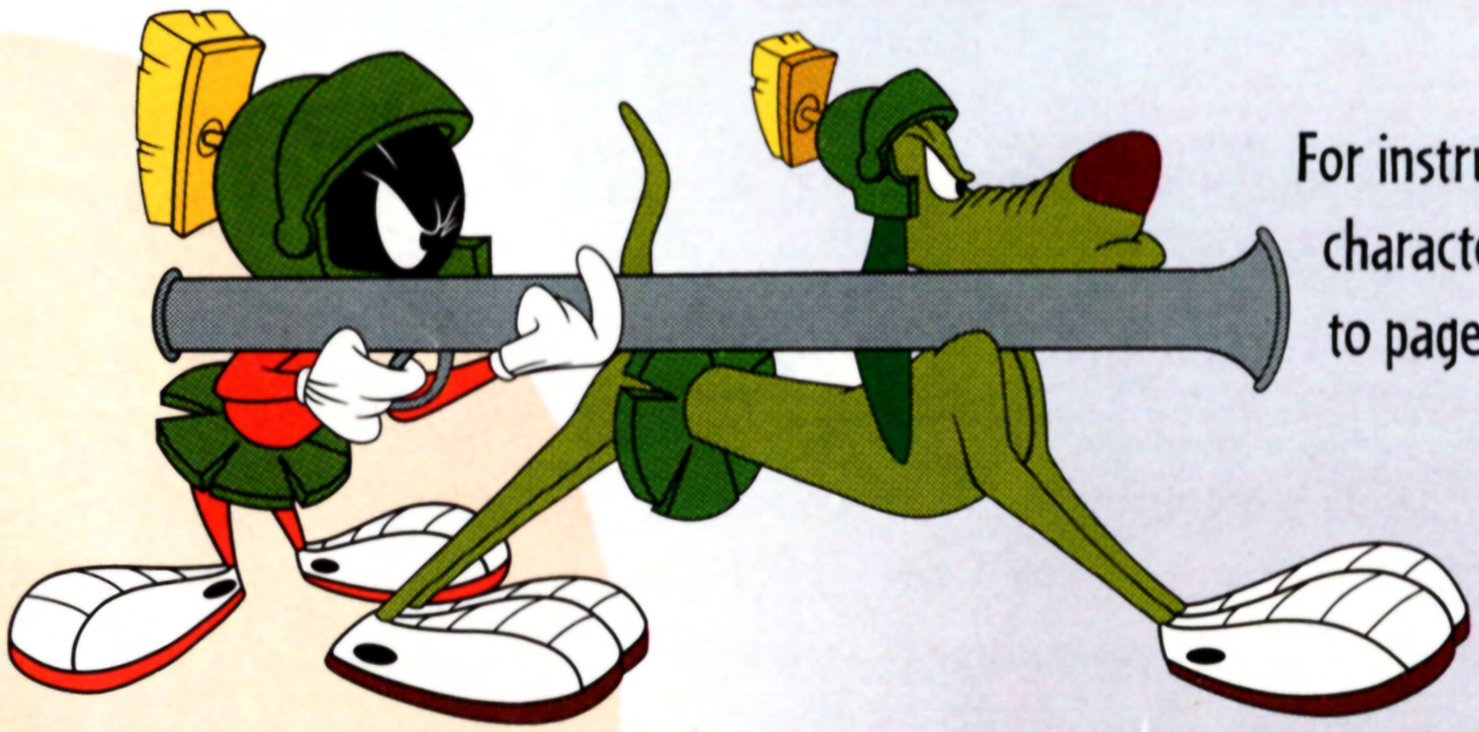
Collecting and Selecting New Characters

When you begin the game, Bugs Bunny is your only playable character, but you will meet other Looney Tunes characters very quickly. You will have to defeat most of them to convince them to join forces with you to fight Marvin and send him back to Mars. Characters with special abilities will tell you about them when they join you. These characters then become playable characters and are listed in the Character menu. Characters without special abilities won't appear in the Character menu, but they will become visible in the Gallery. Remember, you can switch to a different character at any time in the game! Press SELECT and then use the character by pressing the **A Button**. There will be times in the adventure when some characters will refuse to play. Don't worry, there must be a good reason. Don't insist, just try again later.

The Characters

Bugs Bunny needs help from all of his friends to defeat Marvin. By the end of the game, you'll have access to up to fourteen playable characters. And there are 20 portraits to put in the "Friends" section of the gallery!

When you've found all the pieces of the teleporter and defeated Marvin The Martian, you will free some of his prisoners. These grateful characters will fill some of the 22 blank portraits of the "SECRETS" section of your gallery. To get the rest of the collection, you'll have to trade and wager characters by playing Real-Time-Games in the Cybercafe.



For instructions on how to wager and trade characters in the Cybercafe, please refer to page 17.

CHARACTERS	SPECIAL ABILITIES	EXCHANGEABLE / NON EXCHANGEABLE
Bugs Bunny™	Jumps and visits rabbit holes	N
Daffy Duck™	Swims	N
Witch Hazel™	Flies	N
Elmer Fudd™	Shoots	N
Sylvester™	Kicks	Y
Foghorn Leghorn™	Breaks obstacles	Y
Tweety™	Flies	Y
Mot™	Can move objects telepathically	Y
Penelope™	Runs	Y
Marc Anthony™	Punches projectiles back	Y
Road Runner™	Runs very fast	Y
Papa Bear™	Throws items	Y
Speedy Gonzales™	Runs very fast	Y
Lola Bunny™	Throws a basketball at enemies	Y
Yosemite Sam™	Allows you to use his boat	N

Porky Pig™	X	Y
Mugsy™	X	Y
Rocky™	X	Y
Hippety Hopper™	X	Y
Minah Bird™	X	Y
Gossamer™	X	Y
Count Bloodcount™	X	Y
Barnyard Dawg™	X	Y
Henery Hawk™	X	Y
Ali Baba Genius™	X	Y
Wile E. Coyote™	X	Y
Ollie Owl™	X	Y
Tasmanian Devil™	X	Y
Big Ghost™	X	Y
Little Ghost™	X	Y
O'Pat™	X	Y

Mama Bear™	X	Y
Junyer Bear™	X	Y
Granny™	X	Y
Sylvester Jr™	X	Y
Clyde Bunny™	X	Y
Pete Puma™	X	Y
Manuel Crow™	X	Y
Jose Crow™	X	Y
Sam Sheep-dog™	X	Y
Eggbert™	X	Y
Pepe le Pew™	X	Y
Claude Cat™	X	Y
She Devil™	X	Y
Smokey The Genius™	X	Y
Gruesome Gorilla™	X	Y
Martian™	X	Y

Y = Exchangeable N = Non exchangeable X = Non playable

Cybercafes

There is a Cybercafe in each city you visit. You'll have to pay 10 gold coins to enter. Once you are inside the cafe, you can trade items/characters and play a game against a friend on his/her Game Boy Color. Go to the appropriate tile to either trade characters and items or directly play a game.

Trading Items and Characters Via The Game Link Cable

You can only exchange characters after you've entered the second part of the game by defeating Marvin the Martian. But you can play the **Real Time Games** and exchange items with another Game Boy Color during the first part of the game by visiting the Cybercafes.

Using The Game Link Cable:

- Find a friend to play with you.
- Go to a store in a city, go inside and go to the last room. At the door of the Cybercafe, you will be asked to pay an entrance fee. Better have some Gold Coins on you!

- Step on the Bet icon and pick the Item or Character you want to wager. You can also choose not to bet and go directly to the next room to choose a game to play. Please note that both players must wager something in order for the bet to be valid.
- Insert the Game Link Cable on the left side of each Game Boy Color.
- Pick the game you want to play with your friend (see page 17 for more information on the different **Real Time Games**).
- Start the game!

If you win, you get the item or character your opponent wagered. If you lose, you forfeit your stakes to your opponent. Remember that to discover all of the game's secrets, you need to collect characters from another Game Boy Color.

2-Player Real-Time Games

There are six different and fun 2-Player Games. Each can be played in a few minutes. They are each based on your skill, speed, and trick moves!

You can play these 2-player games directly from the 2-player menu. You can't wager items or characters on these games.

Rock, Paper, Scissors

The rock breaks the scissors, the scissors cut the paper, and the paper covers the rock. Press the **+ Control Pad** after the green light goes on to select one of the three options. Outguess your opponent to win!

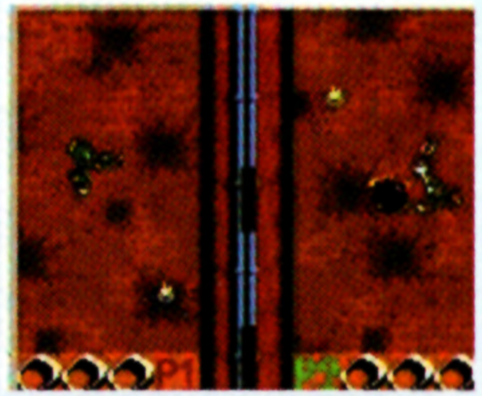
Danger Zone

Keep moving to stay on green flagstones. If you get caught on a flagstone when it turns red, you've lost the round. Get caught three times, and you lose the game!

Simon Says

Watch the screen to see what Simon says. Follow Simon's instructions and press the right button. The first person to make three mistakes loses!

There are three other 2-player Games that you can play from any Cybercafe, where you can wager items and characters on the following games:

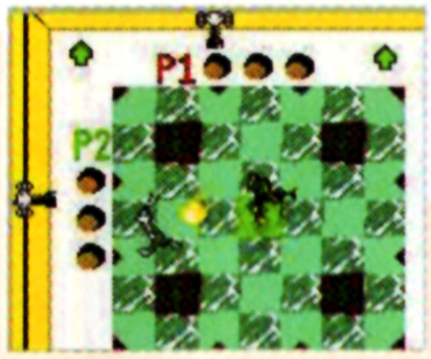


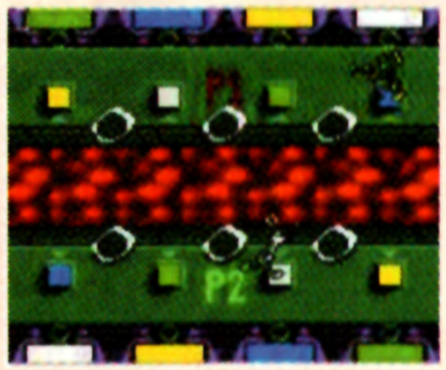
The Ping-Pong Bomb

Play a game of hot potato, with explosive results! Throw the bomb back to your opponent and hope it doesn't explode on your side!

The Seeking Fireball

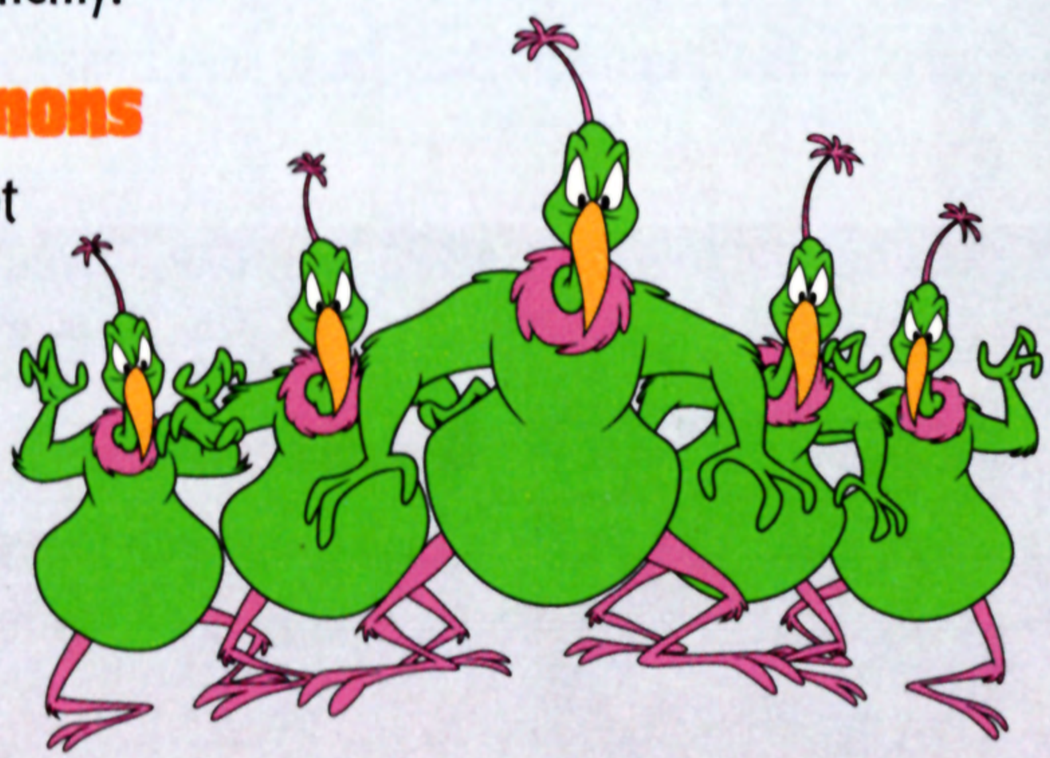
Once the blinking light has reached its final position, dash around the board and be the first to step on the lighted tiles to shoot the Seeking Fireball at your enemy!





The Rainbow Cannons

Walk on the colored tiles to shoot your cannons. Your opponent will keep moving, so aim quickly and accurately.



Notes

Notes

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